Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1. (Currently Amended) A system comprised of a computer processor configured for executing a computer program stored in computer memory so as to ~~for~~ regulate[[ing]] resource consumption in a computer system used for utility work and production work, the system further comprising:

an arrangement for determining at least one utility within the computer system;

an arrangement for deriving a throttling level for the at least one utility which quantifies the reduction in the rate at which the at least one utility consumes resources; and

an arrangement for ~~enforcing~~ optionally inserting the derived throttling level ~~for~~ at a selected point during execution of the at least one utility;

wherein said arrangement for ~~enforcing~~ optionally inserting the derived throttling level is implemented within the at least one utility~~;~~

~~wherein the system utilizes a processor to regulate resource consumption~~.

2. (Previously Presented) The system according to **Claim 1**, wherein said arrangement for determining ascertains whether the at least one utility has indicated its presence with the computer system.

3. (Currently Amended) The system according to **Claim 2**, wherein indicating the presence of the at least one utility within the computer system comprises the at least one utility registering with a utility manager.

4. (Canceled)

5. (Previously Presented) The system according to **Claim 2**, wherein the derived throttling level is enforced through a self-imposed sleep.

6. (Previously Presented) The system according to **Claim 2**, wherein the at least one utility is a multi-process utility and the derived throttling level is enforced by reducing the parallelism of multi-processes.

7. (Previously Presented) The system according to **Claim 2**, wherein the derived throttling level is enforced by reducing the amount of memory used by the at least one utility.

8. (Previously Presented) The system according to **Claim 2**, wherein the derived throttling level is enforced by changing the granularity of locking.

9. (Previously Presented) The system according to **Claim 2**, wherein the derived throttling level is enforced by reducing the amount of processing accomplished by the at least one utility.

10. (Canceled)

11. (Currently Amended) The system according to **Claim [[9]] 2**, wherein the derived throttling level is enforced by reducing the operating system priority of the at least one utility.

12. (Currently Amended) A method for regulating resource consumption in a computer system used for utility work and production work, the method comprising the steps of:

determining at least one utility within the computer system;

deriving a throttling level for the at least one utility which quantifies the reduction in the rate at which the at least one utility is processed or otherwise consumes resources; and

~~enforcing~~ optionally inserting the derived throttling level ~~for~~ at a selected point during execution of the at least one utility;

wherein ~~said arrangement for enforcing~~ the derived throttling level is implemented within the at least one utility.

13. (Previously Presented) The method according to **Claim 12**, wherein said determining step comprises ascertaining whether the at least one utility has indicated its presence with the computer system.

14. (Currently Amended) The method according to **Claim 13**, wherein indicating the presence of the at least one utility within the computer system comprises the at least one utility registering with a utility manager.

15. (Canceled)

16. (Currently Amended) The method according to **Claim [[15]] 13**, wherein the derived throttling level is enforced through a self-imposed sleep.

17. (Currently Amended) The method according to **Claim [[15]] 13**, wherein the at least one utility is a multi-process utility and the derived throttling level is enforced by reducing the parallelism of multi-processes.

18. (Currently Amended) The method according to **Claim [[15]] 13**, wherein the derived throttling level is enforced by reducing the amount of memory used by the at least one utility.

19. (Currently Amended) The method according to **Claim [[15]] 13**, wherein the derived throttling level is enforced by changing the granularity of locking.

20. (Currently Amended) The method according to **Claim [[15]] 13**, wherein the derived throttling level is enforced by reducing the amount of processing accomplished by the at least one utility.

21. (Canceled)

22. (Currently Amended) The method according to **Claim [[21]] 13**, wherein the derived throttling level is enforced by lowering the operating system priority of the at least one utility.

23. (Currently Amended) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform a method for regulating resource consumption in a computer system used for utility work and production work, the method comprising the steps of:

determining at least one utility within the computer system;

deriving a throttling level for the at least one utility which quantifies the reduction in the rate at which the at least one utility is processed or otherwise consumes resources; and

~~enforcing~~ optionally inserting the derived throttling level ~~for~~ at a selected point during execution of the at least one utility;

wherein ~~said arrangement for enforcing~~ the derived throttling level is implemented within the at least one utility.